



"The City With a Heart"

Jim Ruane, Mayor
Rico E. Medina, Vice Mayor
Ken Ibarra, Councilmember
Irene O'Connell, Councilmember
Michael Salazar, Councilmember

SPECIAL CLOSED SESSION MEETING AGENDA

SAN BRUNO CITY COUNCIL

November 15, 2010

6:00 p.m.

Meeting Location: San Bruno City Hall Conference Room 115, 567 El Camino Real, San Bruno

City Council meetings are conducted in accordance with Roberts Rules of Order Newly Revised and City Council Rules of Procedure. You may address any agenda item by standing at the microphone until recognized by the Council. All regular Council meetings are recorded and televised on CATV Channel 1 and replayed the following Thursday, at 2:00 pm. You may listen to recordings in the City Clerk's Office, purchase CD's, access our web site at www.sanbruno.ca.gov or check out copies at the Library. We welcome your participation. In compliance with the Americans with Disabilities Act, individuals requiring reasonable accommodations or appropriate alternative formats for notices, agendas and records for this meeting should notify us 48 hours prior to meeting. Please call the City Clerk's Office 650-616-7058.

1. CALL TO ORDER:

2. ROLL CALL/PLEDGE OF ALLEGIANCE:

3. PUBLIC COMMENT: Individuals allowed three minutes, groups in attendance, five minutes. If you are unable to remain at the meeting, ask the City Clerk to request that the Council consider your comments earlier. It is the Council's policy to refer matters raised in this forum to staff for investigation and/or action where appropriate. The Brown Act prohibits the Council from discussing or acting upon any matter not agendaized pursuant to State Law.

4. CLOSED SESSION:

- a. Consider Appointment of City Attorney (Cal. Gov't. Code Section 54957)
- b. Confer with Legal Counsel Regarding Anticipated Litigation (one case) (Cal Gov't. Code Section 54954.9 (a)).

7. ADJOURNMENT:

The next regular City Council Meeting will be held on November 23, 2010 at 7:00 p.m. at the Senior Center, 1555 Crystal Springs Road, San Bruno.